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Title of the Invention: Technique and Unit Which Display a  
Picture Image

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(transliterated, therefore the  
spelling might be incorrect)



を制御する。

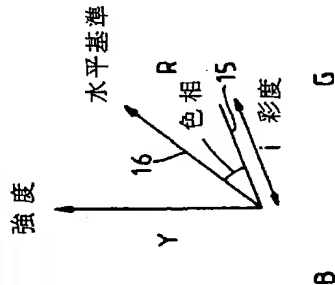
本装置は、別々のブロックにより示されているが、機能の大部分は、適宜にプログラムされたマイクロコンピュータによって実行される。

第2図は、全可視色の色域がスペクトル軌跡8によって規定される従来のCIE標図である。軌跡8はモニタ6によって表示可能な色の色域を示すが、この色域は全可視色の色域よりかなり小さいことがわかるであろう。通常、印刷用インキで可能な色の色域は軌跡10で示されるが、これらの色の大部分はモニタの色域9内にあり、正確に表示されることがわかる。しかしながら、ある通常の印刷色、たとえば第2図において点11で示されるパッケージ用黄色はモニタの色域9の外側にある。これは、この色がモニタでは正確に表示され得ないことを意味する。実際、モニタは自身の色域9内にありかつ点11に最も近い最も飽和した色を表示する。パッケージ用インキで通常使用される色の色域は軌跡12で示される。

白色の位置は第2図において点13で示される。

第1のモードでは、モード選択器7は記憶装置1からの色信号を未修正の状態で色変換器4に供給し、大部分の色域がモニタの色域9内にあるため、それらの色が正確に表示される。色域外の色はモニタ6上に表示される。しかしながら、色域外の色がある場合、オペレータはモード選択器7を操作して、記憶装置1内のデータが色修正器2によってアクセスされる第2のモードを選択することができ、色修正器は、記憶装置1に記憶された画像のアクセスされる部分の各色に、色を不随知にする目的で、アルゴリズムを適用する。第2図に示される最も単純な形態では、点11によって規定される色域外の色と白色を示す点13との距離は、新たな点14が色域内の色と決定されるように決定され十分に測定される。たとえば、

【第3圖】



単純なアルゴリズムの場合は以下の式を有する：

$y = x/2$  (ここで  $x$ ,  $y$  は第2図に示されるものである)。

色修正器2はこのアルゴリズムを記憶装置1のすべての色修正値に適用し、これらの修正された値すなわち等価の色は記憶装置3に供給される。つまり、色変換器4は記憶装置3をアクセスし、修正された値に対応する等価の色をモニタ6上に表示するモニタ6を制御する。

当然のことながら、点11とは異なる色を規定する。しかしながら、同一のアルゴリズムがすべての色に適用されるため、各色間の階調を見ることができ、従って、所望の階調を得た場合には元の色を修正することが可能である。

これらの信号を印刷形式の色成分の表現から、色相、強度および彩度による等価の表現に変換することである。

第3図は色の極性表現を示し、縦軸は強度、色ベクトル1 6は色相をそれぞれ表わす。色は、色ベクトルの方向を一定に維持しつつその長さを変化させることにより修正（不飽和化）される。色相、強度および色ベクトル1 6の値は、記憶装置中に記憶されている等価の印刷形式の色成分の表現の被換換値である。

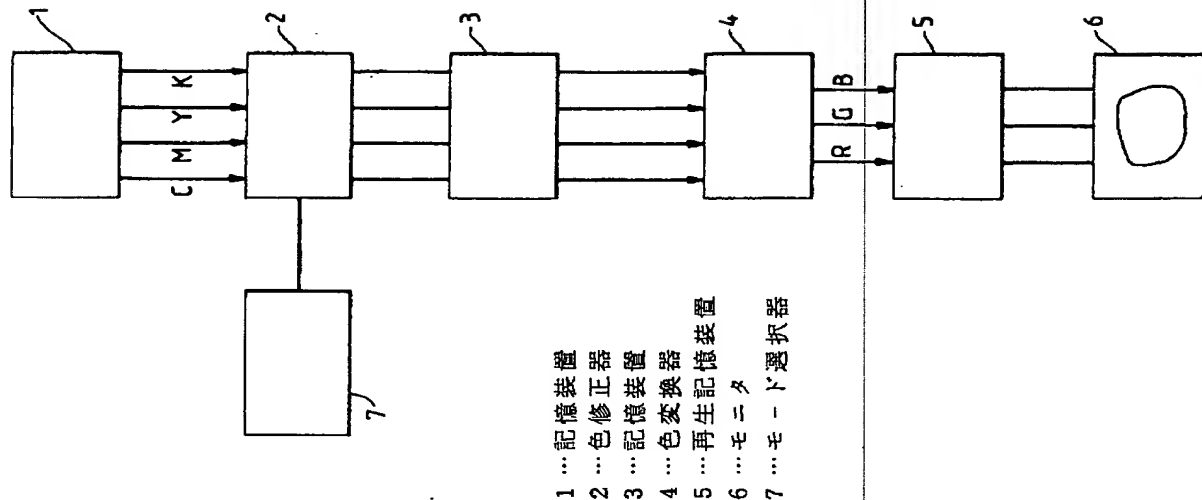
【図面の簡単な説明】

第1図は本発明による装置のブロック図、

第2図は色域外の色がモニタの色域内に通常取込まれる漢字を示すためのCIE図、および、

第3図は色を表わすための3次元極性線図、である。

1, 3 ..... ディスク記憶装置、  
2 ..... 色修正器、4 ..... 色変換器、  
5 ..... 再生記憶装置、6 ..... モニタ、  
7 ..... モード選択器。





gamut with the application of a predetermined algorithm

The picture image display characterized by making possible the tone wedge between the colors which a hue and an intensity are made not to affect substantially, are expressed by the equivalent corresponding color which has the color of the picture image which is out of a color gamut by it in the inside of this color gamut, and are out of the concerned color gamut which should be observed is offered.

As what should be understood, vocabulary "a picture image" includes not only a perfect presentation of a photo etc. but a part of such a presentation.

[Embodiments]

It is described below, the technique by this invention and one case of the operation of a unit referring to accompanying drawings.

The unit shown in Fig. 1 possesses the disc memory 1 the density of the color component of the already scanned picture image is remembered to be for every elemental area in the digital formal mechanism. A color component consists of the color component of a cyan, a Magenta, yellow, and the black ink for a print.

The 8 disc memory 1 is connected to the color modification circuit 2 described below, and the color modification circuit 2 is connected to the 2nd storage (disk) 3. Storage 3 is accessed by the color converter 4. The color converter 4 changes the color component signal of a print formal mechanism into the signal of red, green, and a blue monitor formal mechanism, and the signal of this monitor formal mechanism is supplied to a color monitor 6 through a regenerative storage 5.

The color modification machine 2 is connected and a mode selector 7 controls a mode of operation.

Although this unit is shown by the separate block, the great portion of function is performed with the microcomputer programmed suitably.

Fig. 2 is the conventional CIE diagram as which the color gamut of a full-visible color is specified by the spectrum locus 8. Although a locus 9 shows the color gamut of the color which can be displayed with a monitor 6, probably, it turns out that this color gamut is smaller than the color gamut of a full-visible color in  $\lambda^*$ . Although the color gamut of a possible color is shown by the locus 10 in the usual ink for a print, most of these colors are in the color gamut 9 of a monitor, and it turns out that it is displayed correctly. However, a certain kind of print color, for example, the yellow for a package shown with a point 11 in the 2nd figure, is in the exterior of the color gamut 9 of a monitor. As for this, this color means with a monitor what must have been displayed correctly. Actually, a monitor is in the own color gamut 9, and

displays the color near a point 11 saturated most. The color gamut of the color usually used in the ink for a package is shown by the locus 12.

A white position is shown by the point 13 in Fig. 2.

In the 1st mode, since a mode selector 7 is supplied to the color converter 4 in the state of un-correcting the signal from storage 1 and most colors are in the color gamut 9 of a monitor, where those colors are displayed correctly, a picture image is displayed on a monitor 6. However, when there is a color besides a color gamut, an operator can operate a mode selector 7 and can choose the 2nd mode in which the data in storage 1 are accessed with the color modification vessel 2. A color modification machine is the target which makes a color unsaturated, and applies an algorithm to each color of the fraction by which the picture image memorized by storage 1 was accessed. With the simplest form shown in Fig. 2, the distance with the point 13 which shows the color and white besides the color gamut specified with a point 11 is determined that the new point 14 is determined within a color gamut 9, and is fully measured.

The case of 8, for example, a simple algorithm, has the following formulas. :  $y=x/2$  (x and y are shown in Fig. 2 here).

The color modification machine 2 applies this algorithm to all the value of storage 1, and it is supplied to storage 3, these corrected value, i.e., the equivalent color. Continuing, the color converter 4 controls the monitor 6 which accesses storage 3 and displays the equivalent color corresponding to the corrected value on a monitor 6.

The color from which a point 14 is different in a point 11 with a natural thing is specified. However, since the same algorithm is applied to all colors, the tone wedge between each color can be seen, therefore it is possible to correct the original color to obtain a desired tone wedge.

An interaction of the algorithm to the signal from storage 1 is changing these signals into the equivalent presentation by the hue, the intensity, and the saturation from a presentation of the color component of a print formal mechanism.

Fig. 3 shows a polar presentation of a color, in an axis of ordinate, the length of an intensity and the color vector 15 expresses a saturation, and the level criteria 16 express a hue, respectively. The presentation by the hue, the saturation, and intensity which are corrected by decreasing the length, a color maintaining the orientation of a color vector uniformly (unsaturated-izing) is the changed value of a presentation of the color component of the equivalent print formal mechanism memorized by storage 3.

[Brief explanation of the drawings]

Fig. 1 is a block diagram of the unit according to this invention;

Fig. 2 is a CIE diagram for showing signs that the color besides a color gamut is usually taken in the color gamut of a monitor; and

Fig. 3 is the 3-dimensional polarity diagram for expressing a color.

1 and 3: a disc memory, 2: a color modification machine, 4: a color converter, 5: a regenerative storage, 6: a monitor, 7: mode selector.